

FORCE CREATION

Basic ISAF Unit Costs:

Average 50pts

BODY	Armour	Morale	AP	Weapon	Cbt Phases
Id10+10	Id10+4	55%	3	TBD	TBD

SKILLS:

Pistol (BODY x 3) | Rifle (BODY x 3 +10%) | Spot (100%) |
First Aid (40%) | Heavy Weapon (BODY x 2) | Throw (BODY x 3) |
Forward Observer (BODY x2)

Veteran 75pts

BODY	Armour	Morale	AP	Weapon	Cbt Phases
Id10+10	Id10+4	75%	3	TBD	TBD

SKILLS:

Pistol (BODY x 4) | Rifle (BODY x 4 +10%) | Spot (100%) |
First Aid (40%) | Heavy Weapon (BODY x 3) | Throw (BODY x 4) |
Forward Observer (BODY x3)

Elite 100pts

BODY	Armour	Morale	AP	Weapon	Cbt Phases
Id10+10	Id10+4	90%	3	TBD	TBD

SKILLS:

Pistol (BODY x 5) | Rifle (BODY x 5 +10%) | Spot (100%) |
First Aid (40%) | Heavy Weapon (BODY x 4) | Throw (BODY x 5) |
Forward Observer (BODY x4)

Experience Packages:

Type	Skill Modifiers	Costs
Officer	+20% Morale +20% Forward Observer	40 points
NCO	+10% Morale +10% Forward Observer +10% Rifle	30 points
Corporal/ Lance Corporal	+10% Forward Observer +10% Rifle/SMG	20 points
Medic	+40% First Aid +20% Morale	60 points
Sharpshooter	+20% Rifle +20% Morale	40 points
Sniper	+40% Rifle +20% Morale	80 points

Basic Insurgent Unit Costs:

Novice 25pts

BODY	Morale	AP	Weapon	Cbt Phases
Id10+10	75%	3	TBD	TBD

SKILLS:

Pistol (BODY x 2) | Rifle (BODY x 2 +10%) | Spot (100%) |
First Aid (40%) | Heavy Weapon (BODY x 1) | Throw (BODY x 2) |
Forward Observer (BODY x1)

Average 50pts

BODY	Armour	Morale	AP	Weapon	Cbt Phases
Id10+10	Id10+4	55%	3	TBD	TBD

SKILLS:

Pistol (BODY x 3) | Rifle (BODY x 3 +10%) | Spot (100%) |
First Aid (40%) | Heavy Weapon (BODY x 2) | Throw (BODY x 3) |
Forward Observer (BODY x2)

Veteran 75pts

BODY	Armour	Morale	AP	Weapon	Cbt Phases
Id10+10	Id10+4	75%	3	TBD	TBD

SKILLS:

Pistol (BODY x 4) | Rifle (BODY x 4 +10%) | Spot (100%) |
First Aid (40%) | Heavy Weapon (BODY x 3) | Throw (BODY x 4) |
Forward Observer (BODY x3)

Experience Packages:

Name	Skill modifiers	Cost
Mujahedeen	+10% Rifle +20% Forward observation +20% Morale	50 points
Al-Qaeda	+10% Rifle +30% Morale	30 points
The sword of Allah (Sniper)	+30% Rifle +30% Forward observation	60 points
Warrior Imam	+40% Morale	40 points

FORCE CREATION

The cost of weapons and armour

Weapon	Damage	Range	Area Effect/PEN	Cost
Pistol	1d10	25" (50m)	-	5
Bolt Action Rifle	3d10	400" (800m)	-	5
Assault Rifle	2d10	250" (500m)	-	10
Grenades/Smoke Grenades	See grenade type	See grenade type	-	10
Combat Shotgun	3d10/2d10	10"/20" (20/40m)	2"	10
Grenade Launcher/RPG7/AT4/Javelin	See grenade type	See grenade type	See grenade type	25
Sniper Rifle	4d10	250" (500m)	-	10
Minimi/204/LS (5.56mm)	4d10 (3d10)	500" (1000m)	2" burst	25

Description	Armour value (optional)	BODY Modifier	Cost
Helmet + body armour	1d10+4	-2	10
Helmet + light body armour	1d6+4	-1	5

Vehicle Types

Abbreviation	Definition	Examples	Point cost per vehicle
Technical	Civilian gun vehicle	Hilux	100 points
AFV	Armoured Fighting Vehicle	HUMVEE (all variants), M1117 Armoured Security Vehicle, Cougar 6x6/4x4, TPz Fuchs, Viking, Jackal	250 points
APC/IFV	Armoured personal carrier/ Infantry fighting vehicle	VBCI, Stryker, LAV 25, M113 (all variants), AMX10, Boxer, Puma, ERC 90 Sagaie, FV432/Bulldog (all variants)	500 points
MICV	Mechanised infantry combat vehicle	Bradley, Warrior, armoured personnel carriers, amphibious assault vehicles	1000 points
MBT	Main battle tank	Abrams, T90 (all armour variants), Leopard 2A5, LeClerc	2000 points

Assets

ISAF		INSURGENT	
Mortar Platoon	500pts	Mortar Team	500pts
Sniper Team	100pts	Sniper Team	100pts
Fires Support Team HMG	50pts	Suicide Bomber	50pts
Fire Support Team GMG	200pts	Booby Trap	10pts
Fire Support Team Anti - Tank	200pts	IED	100pts
Fast Air	50pts	Technicals	100pts
Attack Helicopter	250pts	Ratlines & Tunnels	200pts
		Merge with Populace	200pts